

The Horizon Project



Student Task

The **Horizon Report** of 2008 sees six emerging technologies expected to have an impact in education and creative expression over three time “horizons”.

Just what are these technologies? What may they hold for students and teachers as the future unfolds? What impacts might they have on the nature and structure of learning and teaching? What might they mean for specific subjects and year groups here at Dio?

The Horizon Report has also identified a range of themes, seven in total, that are recurring over the last five years. What are these themes and what do they mean in the same context as above?

Well, you are going to have the opportunity to explore these technologies and trends and draw your own conclusions.

You will work in pairs – with one group of 3. This will give us 12 x 2 and 1 x 3 – giving us 13 groups. There are six technologies and seven trends, which means 13 in total.

What will you do?

Task 1:

Each group will have one technology and one trend to explore, and will present back to the overall class (and judges) just what this technology and trend means to education in general. But more than this – you will analyse just what this technology might mean for learning and teaching at Dio, and still further, what it means in specific subjects – those subjects that are devoting their time to this project.

Example: Your group draws *Grassroots Video* as the technology and *Games as Pedagogical Platforms* as the trend.

You will need to define exactly what Grassroots Video is and then look at how this technology applies to teaching and learning. You then need to look at what this technology might mean for the subjects involved in this project here at Dio. [Social Studies, Religious Studies, PE & Health, Art, Music, Science, Technology, English].

The trend is analysed in a similar way. What does it mean? What are some examples of it? How might it apply in general to education and specifically to Dio and the subjects involved?

But technologies impact more than just education. Any given technology may also impact a number of other areas of society. Of interest to the judging panel for this project are the potential impacts of these technologies in the areas of **Science, the Environment and Health; Business, Employment and Government;** and **Arts, Entertainment and Leisure**. So, your research needs to also consider what impacts your technology might have in these areas.

You will present your findings as a page in a wiki, as well as presenting your findings in a live presentation on the last day of the project – Friday April 3. Your parents will be invited to attend this presentation, as will other staff and senior management of the school.

Task 2:

This is an individual task. Each of you must create a multimedia artefact relating to your technology and how it impacts learning and teaching. This multimedia artefact will be a video of between 2 and 3 minutes length.

Task 3: Reflective Journal

On the site that we have set up for the project you will record a daily log (blog) of your journey.